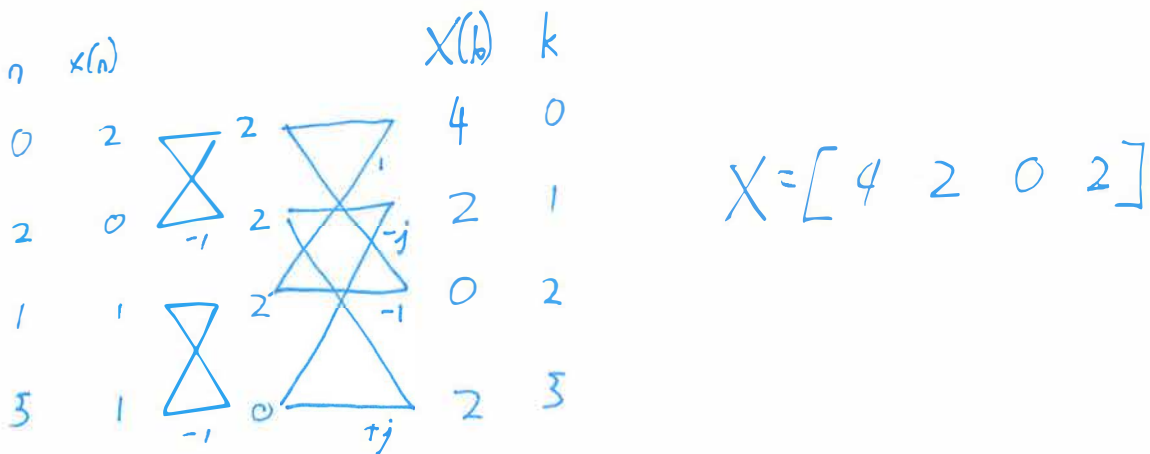


Name Ansaris

EE-3221 - Dr. Durant - Quiz 8
Winter 2020-'21, Week 10

This is an **open**-book quiz. Open notes. You may use a calculator.

1. (6 points) Use the FFT algorithm from class (radix-2 decimation-in-time FFT) to calculate the 4-point DFT of $x(n) = 1 + \cos(\frac{\pi}{2}n) = [2 \ 1 \ 0 \ 1]$



Observations:

- Sum of cosines/even signals \rightarrow Real DFT
- DC value of 1 $\rightarrow 1 \cdot N = 4 = X_0$ in DFT
- The cosine is at the $k=1$ frequency. $\omega = \frac{2\pi}{N} \cdot k = \frac{2\pi}{4} \cdot 1 = \frac{\pi}{2}$

Cosine amplitude = 1 $\therefore 1 \cdot N = 4$ in DFT, split between $k=1$ & $k=-1 \equiv 3$
 \uparrow DFT is periodic due to time-domain sampling

(turn over for 2nd problem)

2. (4 points) $x(n)$ has length 1536 ($2^{11} - 2^9$) and $h(n)$ has length 512 (2^9). By the width property, the convolution has length 2047 ($2^{11} - 1$). Calculating the convolution directly would require $1536 \times 512 = 786,432$ multiplies.

- List the 4 steps to calculate the convolution result using radix-2 (thus $N = 2^k$) FFTs and IFFTs (inverse FFTs). Hint: Convolution property of DTFT: $Y(e^{j\Omega}) = H(e^{j\Omega})X(e^{j\Omega})$
- Calculate the number of (complex) multiplies needed by each step. Recall that a radix-2 FFT has N inputs and k layers, therefore it requires kN multiplies. You do not need to treat real multiplies differently or account for trivial multiplies (by 1, j , etc.).
- Add up the multiplies needed and calculate how much the required computing power due to multiplies has been reduced by using the FFT method.

(a) Need DFT length ≥ 2047 to avoid temporal aliasing (wrap-around).
Use $N = 2048 = 2^{11}$

① Take 2048-pt FFT of x after 0-padding (512 0s)

② " " " " " h " " (1536 0s)

③ Multiply the 2 DFTs

④ Inverse DFT of result

(b) ① $k \cdot N = 11 \cdot 2048 = 22,528$

② " " " " " " " " = 22,528

③ " " " " " " " " $N = 2,048$

④ $k \cdot N$ " " " " " " " " = 22,528

(c) $E = 69,632$

$$1 - \frac{69,632}{786,432} = 91.15\% \text{ savings}$$

Note: Beyond efficiencies mentioned in 2b, an FFT that knows its input is 0-padded can eliminate many more multiplies. So, we have a lower bound on the savings.